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(54) **DEPTH OF FIELD FOR A CAMERA IN A MEDIA-EDITING APPLICATION**

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ABSTRACT

Some embodiments provide a method that provides tools for defining a scene including media objects in a multi-dimensional space. The method provides a set of user interface tools for adjusting a region of focus for rendering the space from a particular location within a particular field of view. In some embodiments, the region of focus is a first region in the space within the particular field of view and the space further includes a second region outside of the region of focus within the particular field of view. In some embodiments, the method also provides a set of effects for applying to the second region but not the first region to visually indicate the first region as the region of focus within the space and the second region as a region outside of the region of focus within the space.

